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180 Lakefront Drive, Hunt Valley, Maryland 21030
(410) 771 – 1151

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INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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PILOT'S MANUAL

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GETTING STARTED

The F-15 Strike Eagle got its first real baptism of fire in the Gulf War of 1991, where it came through with flying colors, and was responsible for the overwhelming majority of enemy aircraft which were downed in aerial combat. It was this success that proved without a doubt that there is no combat airplane in the world today which is superior to the F-15.

Now, with the MicroProse Super Strike Eagle, you have the opportunity to demonstrate that you can be a real ace, too, as you face the challenge of a variety of tough, resourceful foes in theaters across the globe. Before you strap yourself into your cockpit for your first mission, we suggest you take a few minutes to look through this Pilot's Manual. Then take to the skies and match your skills against all comers.

Good luck, Super Strike Eagle pilot!

GETTING STARTED

You are about to begin your first mission as the pilot of the world's most feared and respected combat airplane, the F-15 Strike Eagle. Prior to taking your SUPER STRIKE EAGLE up for a mission, be sure to follow these preflight guidelines:

1. Make sure the power switch on your SNES game machine is OFF.
2. Insert the **SUPER STRIKE EAGLE** Game Pak into the game machine, as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch to ON.
4. Once the opening animation has ended, press START on your controller to begin a new game, or SELECT to restore a saved game. If you choose to play a saved game, you will then be asked to enter the correct Access Code.

PREFLIGHT BRIEFING

The first screen you will see in the game is the Briefing Screen. Here you are given a summary of the strategic situation, and you can also view a map of the theater which highlights all strategic targets, enemy airbases and enemy air defense headquarters, as well as your own airbases and aircraft carriers. You will also see how many points are scored for each target, and what bonus, if any, you receive for destroying it. **NOTE: For purposes of Briefings and Debriefings, enemy missile boats are identified as Air Defense HQs.**

Targets shown on the Briefing Screen are grouped by type. On the upper right-hand side of your screen you see an overhead photo reconnaissance view of the target as it will appear in the Ground Attack Combat Mode (see p. 14). The score you get for destroying one of these targets, along with any possible bonus in weapons or other ordnance, is listed below.

To the left of your Briefing Screen you see a map of the entire theater of combat. All targets and friendly bases are shown on this map, with the currently highlighted target flashing. The game will automatically advance you through all of the targets in the theater. If you wish to see your assigned targets more quickly, press any button but START. If you wish to pause the Briefing at any point, press any button but start and hold it down.

PREPARE FOR TAKEOFF

Once you are ready to begin your mission, press START to exit the Briefing Screen and proceed to takeoff. Here you will see your F-15 ready to take to the skies, from either an airbase runway or a carrier deck.

To get into the air, press X on your controller to throttle up, and keep pressing X until you are at maximum throttle. Pressing X when you are on the aircraft carrier automatically advances your throttle to afterburner. As soon as you are airborne, press the Down arrow on the left side of your controller to gain altitude.

WARNING: If you do not gain sufficient altitude and speed, you can crash on takeoff! This is NOT a good way to begin your career as a hotshot combat pilot. In the real world, such an occurrence might have an adverse effect upon your membership in the base Officers' Club.

One or Two Players: The second player is the WSO (Weapons Systems Officer, or "Wizzo"). The WSO handles all weapons and defenses, while the first player flies the F-15. This is a good way to deal with the tougher opponents you will meet in the later theaters. The Wizzo player uses the second controller.

SATELLITE MAP MODE

MISSILE BOAT
YOUR F-15
NAVIGATION ARROW (Points toward Target or Friendly Base)
DAMAGE INDICATOR
ARTIFICIAL HORIZON (Shows angle of roll of your F-15; must be level for you to fly straight and level on screen)

Once you complete your takeoff, you will find your F-15 in the Satellite Map Mode. This is the screen you normally see as your F-15 flies across its theater of operations. On this map you will see not only your own aircraft, but others as well, along with ground targets, enemy airbases and Air Defense Headquarters, your home airbase or aircraft carrier, and the terrain of the ground far below you. You will also see enemy SAMs in flight. You can evade these or release chaff and flares to decoy them.

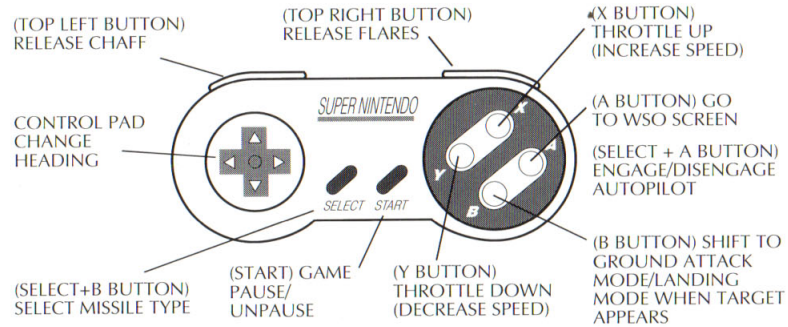
SATELLITE MAP MODE

Whenever circumstances require it, or you choose to do so, you may exit this mode into either the Air-to-Air Combat Mode, the Ground Attack Mode, or the Landing Mode.

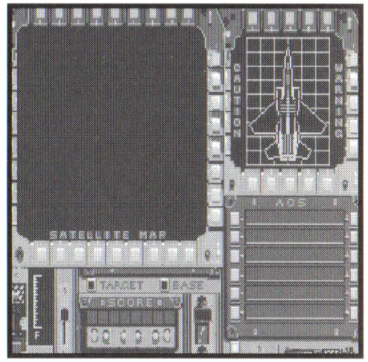
You cannot engage in combat in this mode, but you can be tracked and locked onto by enemy SAM sites, which can then also launch missiles at you.

Use your chaff or flares to decoy the enemy missiles (see page 18).

CONTROLLER FUNCTIONS


(TOP LEFT BUTTON) RELEASE CHAFF
(TOP RIGHT BUTTON) RELEASE FLARES
(X BUTTON) THROTTLE UP (INCREASE SPEED)
CONTROL PAD CHANGE HEADING
SUPER NINTENDO
(A BUTTON) GO TO WSO SCREEN
(SELECT + A BUTTON) ENGAGE/DISENGAGE AUTOPILOT
SELECT START
(B BUTTON) SHIFT TO GROUND ATTACK MODE/LANDING MODE WHEN TARGET APPEARS
(SELECT+B BUTTON) SELECT MISSILE TYPE
(START) GAME PAUSE/ UNPAUSE
(Y BUTTON) THROTTLE DOWN (DECREASE SPEED)

THE WSO SCREEN



The WSO, or Weapons Systems Officer, is the unofficial "backseat driver" of the F-15. It is he who normally keeps track of the position of all enemy threats to the aircraft, among other duties.

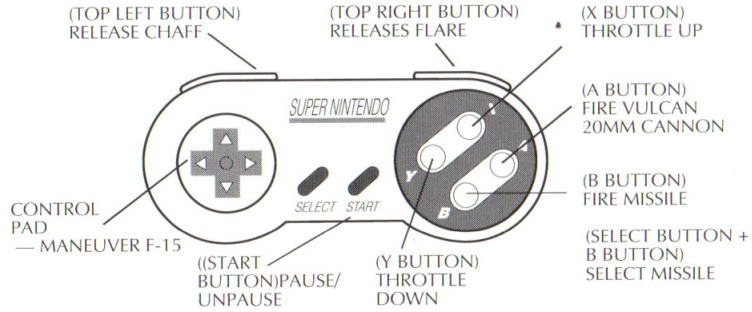
In Super Strike Eagle, the WSO Screen tells you where your F-15 is in the theater, which targets have been destroyed and which remain, and where you have placed your Navigation Arrow — which will also be the point to which your Autopilot, once engaged, will take the aircraft. By pressing SELECT on this screen, you can choose to have the Navigation Arrow guide you to either the nearest enemy target or the nearest friendly airbase or carrier. A red dot in the box labeled either "TARGET" or "BASE" shows which you have chosen.

The WSO Screen also tells you how many missiles, chaff, flares and rounds of 20mm ammo you have remaining, as well as indicating your current score and any damage to your F-15. Once damage reaches the critical level (exceeds 75%), you should consider heading home for repairs. When the damage level reaches 100%, your F-15 will explode.

AIR-TO-AIR COMBAT MODE

Whenever your F-15 is near an enemy MiG on the Satellite Map, the game automatically shifts into the Air-to-Air Combat Mode. Here you can dogfight with enemy MiGs using your air-to-air missiles and Vulcan 20mm cannon. You are within cannon range when your boresight begins flashing. You are within missile range when the white aiming reticle appears. You remain in the Air-to-Air mode until all enemy aircraft are destroyed, until your own aircraft is shot down, or until there are no enemy planes or missiles remaining on your radar.

CONTROLLER FUNCTIONS



Heading: Your current compass direction.

Current Speed: Your airspeed in knots.

Aiming Reticle: Follows your target. When it is white, you can fire, but will only hit targets which fly in a straight line. When it turns red, you have locked on, and any missile you fire will hit its target.

Gun Boresight: Use this for aiming your Vulcan 20mm cannon. When it is flashing, you are within range.

Tracking Box: Locates your target when it is not visible on your HUD.

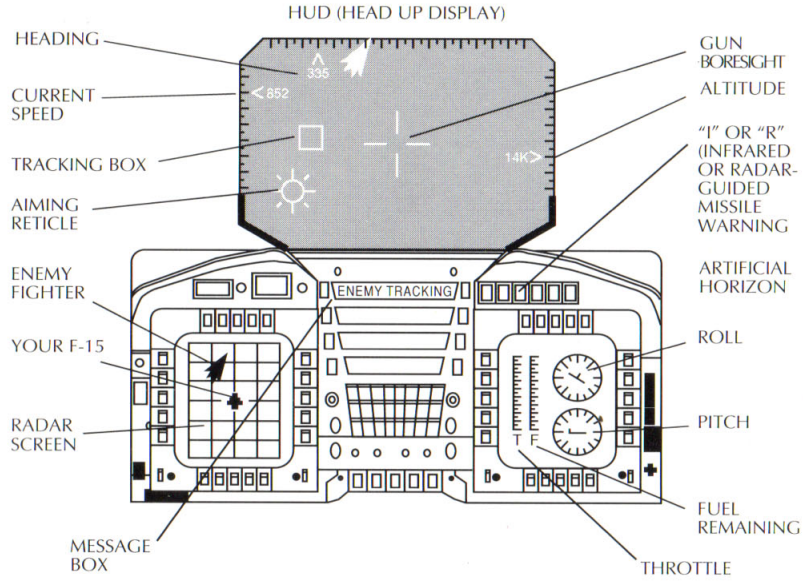
Altitude: Your current altitude in thousands of feet.

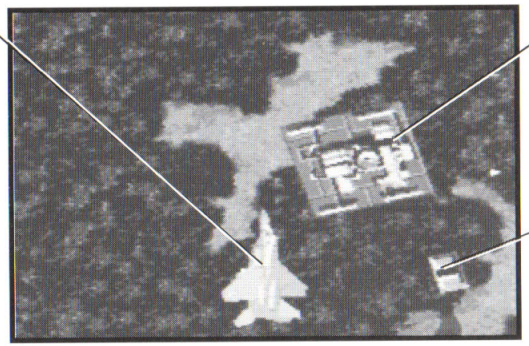
Roll: Your degree of tilt to left or right.

Pitch: Your degree of tilt up or down.

Message Box: Informs you of remaining chaff, flares, ammo and missiles each time you use any weapons. Also informs you of enemy radar tracks and lock-ons.

Radar Screen: Displays your F-15, and enemy aircraft and missiles in your vicinity. Planes and missiles which are **green** on radar are **above** your F-15; objects which are **red** are at a lower altitude than yourself.





Whenever you fly OVER a ground target in daytime, you have the option of entering the Air-to-Ground Combat Mode. Press "B" and release to do this. At night and in the first theater, you ALWAYS enter this mode when you fly over a target. You enter the Landing Mode in the same manner.

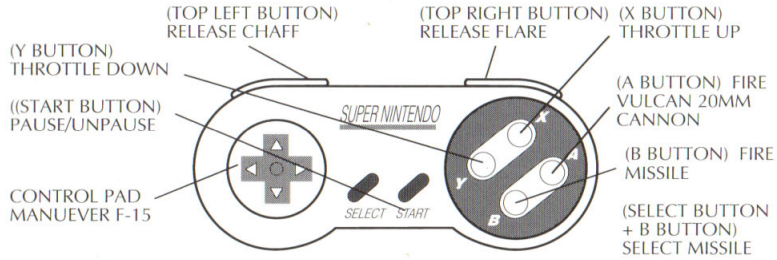
It is here that you are able to attack and destroy enemy targets with your weapons. **Remember: Your mission orders require you to destroy only required targets — airbases, Air Defense Headquarters, SAM launchers and AAA sites are NOT required targets!**

Once you are in the Ground Attack Mode, your Navigation Arrow indicates the primary enemy target in that area. This is the target you must destroy to help you win the game.

If you have chosen to fly to either an enemy target or your home base, you will be guided there by your Navigation Arrow, until you enter either the Ground Attack Mode or the Landing Mode. Once your target is destroyed, the Navigation Arrow points to either the nearest friendly airbase or carrier, or the nearest enemy target (depending upon which choice you have made on the WSO Screen).

You can decoy enemy missiles in this mode by releasing EITHER chaff or flares as soon as you see a SAM heading toward you.

CONTROLLER FUNCTIONS



Landing Your F-15

Whenever you find your F-15 over a friendly airbase or aircraft carrier, you can land your aircraft by pressing and releasing the "B" button, just as if you were entering the Air-to-Ground Combat Mode. Once you have done so, you will find yourself in the approach pattern to your airbase or aircraft carrier.

Descend slowly, so that your aircraft touches down just after you cross the end of the runway or carrier deck. Landing on the carrier is a bit tricky, as if you overshoot the arrestor cables (the yellow lines at the near end of the deck), you can crash. And don't forget to throttle down to "0" when you land at an airbase, or you'll overshoot the runway and explode!

When you land your F-15, all damage to your aircraft is repaired, and your fuel tanks are refilled. In addition, your Super Strike Eagle is rearmed with a full load of missiles, 20mm ammo, chaff and flares. Since you can only land at each airbase or carrier twice to repair damage, it is a good idea to try to delay your return to a friendly base or carrier until you have heard your onboard computer's "DAMAGE CRITICAL" voice message. A number next to each location shows how many more landings you may make there.

Super Strike Eagle Weapons

There are a variety of devastating weapons available to you for air-to-air and air-to-ground combat. You always begin the game with Sidewinder Air-to-Air missiles and Maverick missiles. As you improve your score, you are eligible to earn additional weapons for your aircraft. Newer air-to-air missiles permit you to lock on to your targets at greater ranges. Newer air-to-ground missiles are more effective at higher altitudes than the Maverick, but lock-on differently.

You can switch to a different missile in either of the combat modes by pressing SELECT and "B" simultaneously.

Air-to-Air Missiles

SIDEWINDER — Short-range AAM (Air-to-Air Missile).

AMRAAM — Advanced Medium Range AAM.

SPARROW — Long-range AAM.

ROCKEYE — Standard unguided AGM (Air-to-Ground Missile) Effective at high altitudes.

MAVERICK — Radar-guided AGM. Effective at low altitudes only.

PAVEWAY — Laser-guided AGM. Effective at middle altitudes.

Your Defenses

Enemy missiles are always either radar-guided or infrared (heat-seeking). Radar-guided missiles are white and infrared, heat-seeking missiles are red on the Satellite Map.

Chaff — Release chaff in Air-to-Air and Satellite modes to decoy enemy radar-guided missiles.

Flares — Release flares in Air-to-Air and Satellite modes to decoy enemy heat-seeking missiles.

Either — Release either in Air-to-Ground Mode to decoy all SAMs.

Enemy Weapons

These are the threats your F-15 will face from the enemy:

MiG-29 — One of the top fighter planes in the world, the MiG-29 is armed with its own gun and missiles. Enemy MiGs patrol vital areas of each theater, with more taking off constantly to aggressively seek out combat with your F-15. Once you destroy the last enemy airbase, no new MiGs will be created.

SAM (Surface-to-Air Missile) — SAMs will fire at you in both the Satellite Map Mode and the Air-to-Ground Combat Mode. SAMs are only effective at higher altitudes. The best way to avoid being hit by a SAM is to release chaff (if the enemy missile is radar-guided; a white symbol on the Satellite Map) or a flare (in the enemy missile is heat-seeking; a red symbol on the Satellite Map) — or either one in the Air-to-Ground Mode), and then **turn your F-15** — the SAM will continue to fly in a straight line. Once you destroy the last enemy Air Defense HQ (this includes Missile Boats), no more SAMs will appear on the Satellite Map.

AAA (Antiaircraft artillery) — AAA is identified by its bursts of tracers coming up from the ground. AAA sites appear at many ground targets. AAA cannot fire if you are at the highest or lowest altitudes in the Air-to-Ground Mode.

Flak — Flak, which fires only at the lower altitudes, is also present over many targets. To avoid damage, turn constantly, and don't fly through flak bursts.

Theaters And Combat Missions

There are five theaters of operations in SUPER STRIKE EAGLE in which you will fly combat missions, and you must be successful in each theater in order to advance to the next.

The first theater is an introductory theater, with just 4 targets for you to attack, and it is a bit different from the others — all missiles and ammo for you are unlimited, and every time you fly over an enemy ground target, you are automatically put into the Air-to-Ground Mode. But don't be fooled — even though things may seem easy, you can still be shot down in this theater!

The primary SUPER STRIKE EAGLE theaters are Libya, the Gulf War, Korea and Cuba. Each is a bit different from the others, and your opponents get tougher with each new theater. Your first mission takes place in Libya.

There are approximately 20 or more strategic ground targets in each theater. Each target that you destroy will entitle you to additional fuel, weapons or decoys. Some targets may also cause you some problems.

For daytime missions, you have a total of two sorties per airbase or carrier in each theater in which to accomplish your mission. Each takeoff and landing equals one sortie. When you land you are able to refuel your F-15 and repair all damage to your aircraft.

Things are tougher at night — here you have to complete the entire theater without any landings at all!

WINNING THE GAME

Your ultimate goal in SUPER STRIKE EAGLE is to bring peace to the unruly regions of the world by defeating four tyrannical regimes and bringing them back into the fold of the United Nations. Once you have accomplished this goal, you have won the game.

Once you have destroyed all 19 targets in Libya, during both daytime and night missions, (in other words, every major ground target, not including Air Defense Headquarters and airbases), you are eligible to move onto the next theater. You will be given an Access Code at the end of each successful mission. Write it down so you can begin the game from this point.

HINTS ON PLAY

1. Watch out for nuclear plants — once you have destroyed an enemy nuke plant, you must quickly return to a friendly base or carrier, or you will perish from radiation poisoning!

2. If you're out of chaff or flares, remember you can evade enemy SAMs on the Satellite Map, because your F-15 can turn in tighter circles than a SAM. Do this by turning tightly and pushing the Down button on your controller.

3. Don't waste ammo or missiles attacking enemy AAA sites or SAM launchers — they give you limited points and unless you knock out every single one in the target area, the AAA and SAMswill keep coming.

4. Remember that during night missions you are automatically bumped into the Air-to-Ground Modeover all targets, Air Defense HQs and airbases — so be careful where you fly!

5. If you knock out every airbase in a theater, no more MiGs will take off to oppose you —sometimes doing this early in your mission is a good strategy.

6. Use your airbases and carriers to repair damage — you can land twice at each per theater. Don't risk being shot down just because you're in a hurry. And remember there are NO repairs at night — so be careful!

7. Throttle down (reduce your speed) in the Air-to-Ground Mode and climb to your highest altitude, to give yourself more time to turn your F-15 and execute your ground attacks.

8. Try to get behind enemy MiGs on the Satellite Map before entering Air-to-Air Combat — this wil put you on their tail when the battle begins.

9. In Air-to-Air Combat, turn toward your target to fire first — and keep an eye on your radar to see where the enemy planes are. Once a MiG comes into view, slow down and start to roll to get a quick lock and shot.

10. In the tougher theaters, drop chaff and flares occasionally, to attract enemy SAMs as you fly along.

CREDITS

Producer: Tony Parks

Game Design: B.C. Milligan, Dave A. Wagner, Steve J. Pujia

Game Programming: Dave A. Wagner, Steve J. Pujia

Additional Programming: James G. Thomas, Chris Taormino

Music: Scott Patterson, Jeffery Briggs

Computer Graphics: Mitsu Tanaka

CAD Art: Steve J. Pujia

Director of Publication Design: Iris Idokogi

Manual Graphics & Design: Cheri Glover–Phipps, Joe Morel, Judith Koelbl

Quality Assurance: David K. Osborn, Brian Hellesen, Mike Rea

Package & Poster Design: Moshe Milich

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